

## CLAIMS

1. An apparatus comprising:
  - a media including game content; and
  - a data protection portion including a file system alteration checking portion that protects the apparatus from modification of the game content by determining whether the game content has been modified, and if the game content has been modified, then the use of the game content within the apparatus fails.
2. The apparatus of claim 1, wherein the media includes a removable media that is removable from the apparatus.
3. The apparatus of claim 2, wherein the removable media includes an optical disk.
4. The apparatus of claim 2, wherein the removable media includes a digital video disk.
5. The apparatus of claim 1, wherein the apparatus includes a game console.
6. The apparatus of claim 1, wherein the data protection portion includes a media type checking portion for checking whether the type of the media is as expected for media that has not been copied.

1 7. The apparatus of claim 6, wherein the media type checking portion  
2 reduces the possibility of copying the game content from a pressed disk to  
3 an end user writable disk.

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5 8. The apparatus of claim 1, wherein the data protection portion checks  
6 the entire file to ensure that the media has not been invalidated

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8 9. The apparatus of claim 1, wherein the data protection portion includes  
9 a file signature checking portion for checking whether the file signature is  
10 as expected for media that has not been modified.

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12 10. The apparatus of claim 9, wherein a signature check is performed on  
13 files as they are accessed.

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15 11. The apparatus of claim 1, wherein the data protection portion checks  
16 the contents of a file as it is opened.

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18 12. The apparatus of claim 1, wherein the file system alteration checking  
19 portion allows sector level validation rather than file level validation.

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21 13. The apparatus of claim 1, wherein the game content is stored in a  
22 game console specific format.

1 14. The apparatus of claim 1, wherein the media content includes non-  
2 game content.

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4 15. The apparatus of claim 14, wherein the non-game content is stored in  
5 a non-game console specific format.

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7 16. A method comprising:

8 attempting to mount a file system, wherein the attempting to  
9 mount the file system includes comparing an actual signature of a  
10 table of contents from a media with an expected signature of the  
11 table of contents; and

12 attempting to read a cluster of sectors from the media,  
13 wherein the attempting to read the cluster of sectors includes, for  
14 every cluster of sector read, calculating an actual signature, and  
15 comparing the actual signature with an expected signature found in  
16 the table of contents for every cluster of sectors read.

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18 17. The method of claim 16, wherein the file exists on removable media.

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20 18. The method of game 16, wherein the method is run on a game  
21 console.

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23 19. The method of claim 16, wherein the data is stored in a non-game  
24 console specific format.

1 20. The method of claim 16, wherein method is a file system alteration  
2 check.

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4 21. The method of claim 16, that interfaces with a media containing game  
5 content.

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7 22. The method of claim 16, that interfaces with a media containing non-  
8 game content.

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10 23. The method of claim 16, wherein the data is stored in a game console  
11 specific format.

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13 24. A method comprising:

14 obtaining game content from a media; and  
15 protecting the game content from modification by determining  
16 whether the game content has been modified, and if the game content has  
17 been modified, then failing to allow the use of the game content, wherein the  
18 protecting the game content includes a file system alteration checking  
19 portion.

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21 25. A computer readable memory having computer readable instructions  
22 that when executed by a processor causes the processor to:  
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1 attempt to use a file, wherein the attempting to use the file  
2 includes comparing an actual signature of a table of contents from  
3 a media with an expected signature of the table of contents; and

4 attempt to read a cluster of sectors from the media, wherein  
5 the attempting to read the cluster of sectors includes, for every  
6 cluster of sectors read, calculating an actual signature, and  
7 comparing the actual signature with an expected signature found in  
8 the table of contents for every cluster of sectors read.

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10 26. A method comprising:

11 attempting to mount a file system, wherein the attempting to mount  
12 the file system includes:

13 acquiring an expected signature for a table of contents from  
14 a media,

15 comparing an actual signature of the table of contents with  
16 the expected signature of the table of contents,

17 if the expected signature of the table of contents does not  
18 match the actual signature of the table of contents, then failing to  
19 mount the file system, and

20 if the expected signature of the table of contents does match  
21 the actual signature of the table of contents, then mounting the file  
22 system; and

23 attempting to read a cluster of sector from the media, wherein the  
24 attempting to read the cluster of sector includes:

1 for every cluster of sector read, calculating an actual  
2 signature,

3 comparing the actual signature with an expected signature  
4 found in the table of contents for every cluster of sector read,

5 if the actual signature for the cluster of sector does not  
6 match the expected signature for the cluster of sector, then failing  
7 to read the clusters of data from the media, and

8 if the actual signature for the cluster of sector does match the  
9 expected signature for the cluster of sector, then reading the  
10 clusters of data from the media.

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